THE GAME

In the beginning when the Universe was new, the seven Ruling Lords did create their own races, and so Wodan created Man and Chronos created the Mystical Dimension Weavers, a powerful race of high intellect and integrity – or so it was thought . . .

No one could have foreseen how ambitious and treacherous the Weavers would become and how they would scheme and plot against Chronos until the day came when they made their move and entrapped the helpless Chronos beyond the realms of existence as we know it, in another time dimension. In desperation the remaining Lords sent forth their champions to defeat the Weavers and release the incarcerated Chronos.

This, however, has absolutely nothing at all to do with you, as the game is about firing groups of eight consecutive pixels at much larger conglomerate groups of pixels in the hope of amassing a memorable score!

GAMEPLAY

To reach Chronos who is trapped in his time dimension you must battle your way through 6 different levels. Each one is infested with various types of nasties despatched by the Dimension Weavers to try to prevent you from reaching Chronos. As you get nearer to 'Chronos Cave' the number of nasties increases; be especially careful of the rotating "yin-yangs" in level 5! The Dimension Weavers have no scruples and they won't hesitate when it comes to getting rid of you so be prepared to blast your way out of most situations. Purely for the purpose of self preservation a sensible precaution to employ is if it moves or looks as if it might move, shoot it!

SCORING

All aliens are worth 50 points, alien laser blockages 100 points, alien guns 150 points and normal landscape blocks 50 points. Every ten thousand points you get a free life.

Bonus points can be acquired if you pick the bouncing B·O·N·U·S as it appears on the screen. Start by picking up the 'B', if you don't pick it up it will keep coming back until you do. This is the same for all the letters and they have to be collected in the right order. They are worth the following number of points:

B = 200
O = 400
N = 800
U = 1600
S = 3200

CONTROLS

Joystick or keyboard.
Keys are redefinable.

LOADING INSTRUCTIONS

Amstrad 464	Press CNTRL and small ENTER.
Amstrad 664/6128	Type ITAPE and press RETURN. Press CNTRL and small ENTER.

Made in Great Britain
Design: Words & Pictures Ltd., London